Published and Copyright (c) 1999 - 2016
All Rights Reserved

Atari Online News, Etc.
A-ONE Online Magazine
Dana P. Jacobson, Publisher/Managing Editor
Joseph Mirando, Managing Editor
Rob Mahlert, Associate Editor

Atari Online News, Etc. Staff

Dana P. Jacobson -- Editor
Joe Mirando -- "People Are Talking"
Michael Burkley -- "Unabashed Atariophile"
Albert Dayes -- "CC: Classic Chips"
Rob Mahlert -- Web site
Thomas J. Andrews -- "Keeper of the Flame"

With Contributions by:

Fred Horvat

To subscribe to A-ONE, change e-mail addresses, or unsubscribe, log on to our website at: www.atarinews.org and click on "Subscriptions".
OR subscribe to A-ONE by sending a message to: dpj@atarinews.org and your address will be added to the distribution list.
To unsubscribe from A-ONE, send the following: Unsubscribe A-ONE
Please make sure that you include the same address that you used to subscribe from.

To download A-ONE, set your browser bookmarks to one of the following sites:

http://people.delphiforums.com/dpj/a-one.htm
Now available:
http://www.atarinews.org

Visit the Atari Advantage Forum on Delphi!
http://forums.delphiforums.com/atari/

=~=~=~=

A-ONE #1809 03/04/16

~ Snapchat Gets Phished! ~ People Are Talking! ~ Firebee News Update!
~ Civilization: 25 Years ~ The New Raspberry Pi 3 ~ Clean Up Your Gmail!
~ Right To Be Forgotten! ~ Kirby: Planet Robobot! ~ Resident Evil 4,5,6!

~ Are PC, Mac Wars Back? ~ Next Mac OS Gets Siri? ~ Uncharted 4 Delayed!

-* "Hack The Pentagon" Bounty! *-
-* Did The Dark Web Get A Lot Bigger? *-
-* Brazil Releases Jailed Facebook Executive! *-

=~=~=~=

->From the Editor's Keyboard "Saying it like it is!"
""""""""""""""""""""""""""""

I wonder how the rest of the world is seeing our presidential race; and, what their opinions on it are! If I had to take a guess, I'd say "amazement" was near the top of the list of words to describe what we're all seeing! While it seems that "The Donald" and "Hillary" will top the leaderboard, who knows how it's all going to end?! This is something that, I'm sure, that all eyes of the world are watching!

How's the weather out your way? We had a number of snow squalls in my area for most of the day today, but nothing left behind as a reminder. It's been downright cold again, but next week bodes some summer-like temperatures. Here's hoping that the cold doesn't return after that; I'm ready for Spring!

You've probably noticed that over the past couple of weeks that there have been some problems with getting A-ONE online by some of our usual means. There were some problems with the A-ONE server, which, I've been told, have been resolved. I guess we'll find out one way or another with this week's mailing to subscribers!

Until next time...

=~=~=~=

FireBee Update News

By Fred Horvat

Not much to report on this week as I did not have much time to use the FireBee. The couple of times I did boot it up the system booted up and worked fine. Also the Date and Time is correct every time I boot the machine. So flashing the original BaS (which came originally on the FireBee) fixed the common Date and Time drifting issue that many FireBees seem to have. I'm glad mine no long has that issue.

I did notice something this week that Netsurf Web Browser is now up to version 3.5 http://www.netsurf-browser.org/ I haven't downloaded a Nightly Build of Netsurf in a couple of months but it appears that sometime in January Netsurf went to version 3.5. I did not read the changelog to see what the changes are besides the version number. I found out when I downloaded a Nightly Build for Aranym. The browser worked fine but for me under Aranym pages when they rendered jumped around until fully rendered. Once rendered they looked great. This may be due to my Aranym setup or FreeMiNT build I am running. I did not test outside of that single Aranym setup. Also I did not download and test a new Nightly Build on the FireBee yet. So far I have not been able to get any of the newer builds of Netsurf to run on my FireBee. I will have to give that a try again shortly. To download an up-to-date Nightly Build of Netsurf for the Atari go to http://ci.netsurf-browser.org/builds/atari/

=~=~=~=

->In This Week's Gaming Section - Another Delay for "Uncharted 4"!
  """"""""""""""""""""""""""""""" Resident Evil 4,5,6 Coming to PS4!
                                   Civilization: 25 Years Later!
                                   And much more!

=~=~=~=

->A-ONE's Game Console Industry News - The Latest Gaming News!
  """""""""""""""""""""""""""""""""""

'Uncharted 4' Release Hit With Yet Another Delay

Nathan Drake's last dance will have to wait another two weeks.

As of Wednesday, Uncharted 4: A Thief's End won't be out until May 10, 2016 a two-week shift from its former Apr. 27 launch. Sony Computer Entertainment America CEO Shawn Layden blames high demand for the delay, with the extra time going toward printing more copies of the game.

"As you know, Naughty Dog is wrapping up production on Uncharted 4: A Thief s End with the game on track to go gold and into production later this month," Layden writes on PlayStation Blog.

"In an effort to meet the considerable worldwide demand, and to ensure that all gamers worldwide have the opportunity to play the game on day one, we have chosen to postpone the launch of the game by two weeks to allow for extra manufacturing time."

This isn’t the first time Uncharted 4 is slipping out of a previously planned release. The game was once set to launch for Christmas 2015, but a need for more development pushed it back to Mar. 2016.

Another delay followed, with Naughty Dog citing a similar need for more time to polish the game off. That second release shift is what brought Uncharted 4 to the Apr. 27 launch it’s leaving today.

The new delay comes just a day after the developer revealed that the coming weekend Mar. 4-6 would play host to a multiplayer stress test for the game. Anyone that owns a PlayStation 4 even those without a PlayStation Plus subscription can sample the game’s competitive multiplayer mode for free.

The good news is the game appears to be almost finished, and according to Sony, at least the delays have everything to do with meeting demand and nothing to do with development shortfalls. Uncharted is a big series for Sony, and it’s no surprise that Naughty Dog wants to make sure A Thief’s End supposedly star Nathan Drake’s final adventure turns out right.

Resident Evil 4,5,6 Coming to PS4 and Xbox One

Capcom is rereleasing Resident Evil 4, Resident Evil 5, and Resident Evil 6 on the PlayStation 4 and Xbox One. The company announced that all three games are coming to the new consoles, beginning with Resident Evil 6 on March. Each game will cost $20/ 20/£16.

Resident Evil 6’s re-release will come with all previously released add-on content, including costumes and more. Resident Evil 5’s release is slated for summer 2016, with Resident Evil 4 coming this fall.

Capcom also announced that physical disc versions will be available in the Americas, though no further details were provided. The publisher did not say if the new versions of any of the games will be updated with better graphics or if they will be standard ports.

2016 marks the 20th anniversary of the Resident Evil franchise, as the first game debuted in 1996 in Japan. The Pokemon franchise also celebrates its 20th birthday this year.

Capcom is making a habit of rereleasing classic Resident Evil games. The publisher has already released new versions of Resident Evil and Resident Evil 0, while a Resident Evil 2 remake is also on the way.

In May 2015, Capcom said it was encouraged by the success of Resident Evil HD remastered version so much so that HD remasters and rereleases would become a key area of growth for the company.

’Kirby: Planet Robobot’ Hits Nintendo 3DS On June 10:

Team Kirby Clash, Amiibo And Everything You Need To Know

A Nintendo Direct presentation revealed that the newest Kirby title, "Kirby: Planet Robobot," will be launched for the Nintendo 3DS on June 10. The video also unveiled the new Team Kirby Clash game mode, as well as new amiibo from the "Kirby" universe.

Through a Nintendo Direct presentation, the video game company announced that the next installment of the popular Kirby franchise, Kirby: Planet Robobot, will be launched on the Nintendo 3DS on June 10.

As with most Kirby games, it will be a platformer wherein the titular pink character can copy the abilities of his opponents. Players will be able to move between the foreground and the background as they go through various colorful levels.

What sets this version apart from other Kirby games is the Robobot armor, which allows Kirby to smash obstacles. The armor, which also has the ability to copy the abilities of opponents, is used by Kirby to repel the invaders that have come to turn Dreamland into a mechanized world.

Copying what the opponents can do remains a vital aspect of the game, with Kirby able to mimic 25 abilities and the Robobot armor able to go into 10 modes based on what enemies wear.

The Nintendo Direct video also reveals that Kirby: Planet Robobot will feature a new mode named Team Kirby Clash.

In the new game mode, four players will be able to join together to complete co-op missions for experience points, with all players carrying a different role. As their experience accumulates, players will be able to tackle more difficult quests, including taking on the biggest bosses of the game and earning trophies along the way.

Gamers can access Team Kirby Clash through Download Play, with only one player among the team of four required to actually own Kirby: Planet Robobot.

The new Kirby title will also be supporting all amiibo figures, with many of them giving the pink puffball copy abilities within the game. Some of the figures can even pass on character-specific traits to Kirby, examples of which include the Mario amiibo giving Kirby the "fire" ability and the Link amiibo giving Kirby the "sword" ability.

Lastly, Nintendo announced that it will be launching four new amiibo figures from the Kirby universe alongside the release of the new game. Namely, the four figures are Kirby, King Dedede, Waddle Dee and Meta Knight.

No Man’s Sky: Becoming An Intergalactic Indiana Jones Sounds Good to Us

No Man’s Sky is a game unlike any we’ve seen before: As a starship

pilot, you'll explore a universe so vast, its developers think explorers won't set foot on 99 percent of its planets. That seems ridiculous, but Hello Games estimates No Man's Sky has 18 quintillion planets. It has to estimate, because of course it didn't craft them by hand - they're all the result of algorithms, procedurally generating each one as it's discovered.

The idea that any one player could be the first - and last - to ever set foot on an alien world? It's incredibly exciting stuff. And on June 21, 2016, you'll be able to jump into No Man's Sky on PlayStation 4 and PC, and start exploring. (It'll cost $60 or £50, with Australian prices yet to be announced. An "Explorer's Edition" version that includes a scale model of your ship is available for preorder for $150.)

Hello Games, a tiny British company which until now has been reticent to share much about its hotly anticipated game, is ready to give us more of an idea of what to expect. There are alien civilizations in this universe, and we don't mean simple animals, minerals or vegetables. We're talking worlds occupied by intelligent beings. And they might want to meet you - that is, if you can find them.

A procedurally generated, living universe is a fascinating prospect for gamers. But since its official announcement almost two years ago, we've had to survive on tidbits revealed in developer demos. We haven't seen what a regular player might experience as they explore and discover planets in the No Man's Sky universe.

Earlier this week, I had the chance to play the game for about 30 minutes in a solar system with a more advanced ecosystem - planets farther from the sun might be less developed, but have elements players might want for crafting. As I zipped around in my spacecraft, taking off and setting down on various planets in the system, the transition between space, atmosphere and land were impressively seamless. No loading screens here.
monolith.png

Ominous, to be sure. Let's play dumb and pretend we need its help, just in case it's an angry monolith.

While on one planet, I discovered various animal species (shout-outs to Bailey and Jenkins, small lizard-like creatures now officially named after my dogs), gathered resources from the planet, protected myself from the elements, and died to a large nocturnal predator; all mechanics we're familiar with in video games. But then, I arrived at a large monolith covered in unintelligible inscriptions.

In my own personal "2001: A Space Odyssey" moment, it turns out these monoliths are relics left by alien races, and you can interact with them. Hello Games' Sean Murray says there are "thousands" of potential options - watch our interview with him below. I told the slab I was a pitiful, lower intelligence being and asked for mystical learning, which it then bestowed upon me via an alien word. Learning a particular alien race's words help you decipher what a member of that race has to say to you, which could be the difference between life, death and sweet loot.

I found an occupied station with a strange parrot-like being inside, and after trading niceties with him, I was gifted an upgraded gun, and went on my way. Murray explained that each race has its own lore, and some are focused on a particular pursuit, like military strength or science.

The addition of these alien characters made the game feel much more immersive than previous demos I've seen. After hearing previously that you might never run into another player in No Man's Sky because of the vastness of the universe, I had concerns the game would be a terrifyingly lonely experience. The addition of alien races made me feel like I was truly exploring living planets, almost like an astro-archaeologist. Yes, I just called myself the Indiana Jones of outer space.

There's still that nagging question though, the one that's been out there since we learned about No Man's Sky: What's the balance between lush, advanced worlds like the ones we explored earlier this week, and barren planets devoid of life? The inherent problem with demoing the game is that there isn't really a way to figure that out - because the universe is so large, and its developers don't even know what's on most planets (they had to spend days playing around in this particular system before we sat down for our demo, so they could help show us around if we needed help), it's almost impossible to gauge how interesting most planets might be.

After playing the game for a half hour, all I wanted was more time. No matter if you want to catalog one single planet's life, see as much of the universe as you can, or something in between, No Man's Sky seems to welcome you with open arms. If Hello Games can pull off a launch relatively free of bugs and glitches, gamers who love open sandboxes will be in for a treat that's well worth the price of admission.

=~=~=~=

->A-ONE Gaming Online - Online Users Growl & Purr!
"""""""""""""""""""""

PSP Losing PlayStation Store Access on March 31 in North America

On March 31, Sony will be closing the PlayStation Store on PlayStation Portable in North America.

As explained on PlayStation.com, you ll still have access to your Download List on PSP and content can still be purchased from the online PlayStation Store:

Closure Of PlayStation Store On PSP

On March 31, 2016, the PlayStation Store for PlayStation Portable (PSP) system in the SCEA region will be closed. PSP

system users will be able to purchase PSP content from the web-based PlayStation Store at store.playstation.com, and also access past purchases from the Download list on their PSP system. Users will continue to have the ability to make in-game purchases from their PSP system.

Select PSP games are also available for purchase on the PlayStation Store for PlayStation Vita system users.

Japanese PSPs will also lose access to the PlayStation Store on March 31.

European PSPs lost access to the PS Store back in September 2014.

Civilization: 25 Years, 33 Million Copies Sold, 1 Billion Hours Played, and 66 Versions

Civilization is one of the gods of strategy games, where you oversee the creation of a whole society in competition with other civilizations. It debuted in 1991, and now at 25, it has become one of the cultural touchstones of the game industry, something that everyone recognizes or has played in the past.

Few game franchises live to see a 25th anniversary, but Civ, as most gamers and industry folk call it, is thriving. It has 33 million copies in sales to date, including 8 million for its latest, 2010 s Civilization V and its expansions. Meier s teams at MicroProse and Firaxis have created 66 versions of the game across all platforms, and based on extrapolations from sales on the Steam digital distribution and community platform, the Civ series has been played for more than a billion hours.

Civ game designers from across those 25 years Bruce Shelley, Sid Meier, Brian Reynolds, and Soren Johnson got together in a panel at the DICE Summit, the game event in Las Vegas, to talk about the design and impact of Civ throughout the years.

At the time the game came out, Sim City and Populous had already debuted in the god games genre. But Civ was still unique in how it tried to simulate all of human history.

We felt the game was fun, Meier said. There was no game like this. We could break new ground and make it work.

Meier said the game had its started in a golden period of MicroProse, after the company had shipped hit games like Railroad Tycoon, Covert Action, Pirates!, and various flight simulators.

There was a hint that strategy might be something cool, Meier said. Beyond railroads, what was an epic topic for simulation? We wanted to end up with something big. What about the history of Civilization? We were inspired by SimCity with god games. The core was a number of simple systems: economic, combat, growth. Everything was understandable on its own. Once it all interacted, the decisions for the player became very interesting.

Players talk about their obsession with playing Civ, and Reynolds

brought up the promo for the game, of playing just one more turn, as one of its hallmarks. Civ had great gameplay, great topic, and accessibility, Johnson said. And players could feel like they controlled the game, as the designers weren t heavy-handed about the direction the game could flow.

 It followed that pattern for 25 years, Johnson.

Each game came with its own creative pressures, and Meier gladly handed over the design to others who had ideas to push the series forward. The ability to simulate the societies in the game, based on the improvements in computing power, made it possible to create more and more realistic Civ worlds. A look at the art of the early Civ games and the latest give you a full view of the arc of technological improvement in graphics.

But the designers still had to come up with new features, beyond better graphics, in each new game.

 I didn t want to go down in history as the guy who broke Civilization, Reynolds said.

The original Civilization was made with a 16-color palette. With Civ II, Windows came along and made PC gaming more palatable for larger audiences. Now the game can take advantage of millions of colors.

 Brian disappeared for a year, went to England, and came back with Civilization II, Meier said.

Reynolds said the game was projected to sell about 38,000 copies. It beat that projection many times over.

On Civ III and IV, the game kept adding new things to do, such as adding special characters called known as great people and religion.

 We wanted to bring old ideas forward and still start from scratch, Johnson said.

For Civ IV, Johnson operated on the ideas of one-third old, one-third improved, and one-third new, so new fans could embrace the game and old fans could enjoy familiar features.

Meier said, Some franchises go into overly large, overly complex ideas and crashed and burned.

Meier took a stab in 2008 at packing Civ into mobile with Civilization Revolution, or an introductory version of the game with more bite-sized gameplay.

Meier said the franchise has likely remained popular for 25 years, and kept its magic, because of the community support.

 So many of their ideas and energy has gone into the game, Meier said. Brian introduced the idea of modding into Civ II, and the game took off.

 Something about Civ seems to bring out the game designer in people. We would get letters, with fans saying This is what i

would change about it.’

A recent Firaxis Con event featured a multi-generational crowd, where parents were bring their kids to introduce the game to the new generation, Meier said.

The whole arc of human history and you get to be the ruler. We would sneak in actual history, and play on the things people already knew about history. It goes to a common history we all have and the core desire to rule it all, Reynolds said.

=~=~=~=

A-ONE’s Headline News
The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

Hack the Pentagon US Government Challenges Hackers To Break Its Security

The United States Department of Defense (DoD) has the plan to boost their internal and network security by announcing what it calls "the first cyber Bug Bounty Program in the history of the federal government," officially inviting hackers to take up the challenge.

Dubbed "Hack the Pentagon," the bug bounty program invites the hackers and security researchers only from the United States to target its networks as well as the public faced websites which are registered under DoD.

The bug bounty program will begin in April 2016, and the participants could win money (cash rewards) as well as recognition for their work, DoD says.

While announcing ’Hack the Pentagon’ initiative during a conference, DoD said only "Vetted Hackers" can participate in the Bug Bounty program, which means the candidates need to undergo a Background Check after registration and before finding vulnerabilities in its systems.

Moreover, candidates would be given a Predetermined Department Systems (might be real system alike) for a specific time period of the competition to access it.

So, don t be confuse that the DoD will serve a critical piece of its infrastructure to hackers for disruption, rather the hackers will be allowed to target a predetermined system that is not part of its critical operations.

However, the Department of Defense has not yet confirmed what bounty would be provided to hackers upon a successful penetration of its network or web pages.

Why DoD launches a Bug Bounty program?

Department of Defence currently manages 488 websites related to everything from the 111th Attack Wing, several military units to Yellow Ribbon Reintegration Program.

According to Chris Lynch, Director of Defense Digital Service that s actually behind the "Hack the Pentagon" initiative:

"Bringing in the best talent, technology and processes from the private sector not only helps us deliver comprehensive, more secure solutions to the DoD, but it also helps us better protect our country."

But, Here’s the Actual Reason You Need to Know:

The hackers, foreign and internal criminals, are actively targeting government departments and critical infrastructure that could reveal national secrets.

Last year s massive security breach in the United States Office of Personnel Management (OPM) revealed the private information of over 21.5 Million US government employees.

Just last month, an unknown hacker released personal details of at least 20,000 Federal Bureau of Investigation (FBI) agents and 9,000 Department of Homeland Security (DHS) officers.

Almost three years ago, the Pentagon said the Chinese government had conducted cyber attacks on the several United States diplomatic, economic as well as defense industry networks.

Therefore, the real purpose of launching dedicated bug bounty program for hackers could be a government initiative to identify vulnerabilities in its infrastructure that may expose any endangered state secrets.

Just like Bug Bounty programs offered by several Frontliners in the technology industry, Hack The Pentagon would also be an exercise for the federal authorities to boost up the security measures and counter the cyber attacks.

Instead of usual self-conducting Security Audit by the DoD internals itself, the new initiative would provide an opportunity for the fresh brains outside the Pentagon to challenge DoD infrastructure and enhance the security measures.

Brazil Releases Jailed Facebook Executive

Facebook s vice president of Latin America, Diego Dzodan, was released on Wednesday, the world s largest social network confirmed to Fortune. A judge in the Brazilian state of Sergipe overturned an order on Tuesday that prompted his detention, saying that Dzodan could not be arrested because he s not currently under a criminal investigation.

Diego s detention was an extreme, disproportionate measure, and we are pleased to see the court in Sergipe issue an injunction

ordering his release, a Facebook spokesman told Fortune.
 Arresting people with no connection to a pending law enforcement investigation is a capricious step and we are concerned about the effects for people of Brazil and innovation in the country.

Dzodan was detained on Tuesday following a court order that allowed local police to hold him for questioning. He was forced to stay in the jail overnight until his release on Wednesday morning.

The detention is part of a broader case between Facebook-owned messaging service WhatsApp and an investigation into alleged drug-trafficking ring. Although many of the case s details are unclear, as part of their investigation, Brazilian officials have sought communications over WhatsApp between people allegedly involved in drug trafficking.

According to a Reuters report on Tuesday, officials requested from Facebook last year WhatsApp messages that may relate to the case. Because the messaging platform uses end-to-end encryption, it effectively hides messages from the outside world, including investigators. Not even WhatsApp has access to those communications, frustrating law enforcement and prompting courts to up the ante. In December, after repeated requests on Facebook, WhatsApp was temporarily shut down across Brazil. Facebook CEO Mark Zuckerberg called the temporary shut down a sad day for Brazil. He added in a statement at the time that his company is dedicated to user privacy.

After that effort failed, a judge recently fined Facebook 1 million reais ($250,000) to compel Facebook to provide WhatsApp messages to law enforcement. After the fine didn t work, Dzodan was detained.

For its part, Facebook has said that WhatsApp and its own operation have been actively working with law enforcement in Brazil as part of the ongoing investigation. Still, the company has said it does not have the key to decrypt the messages and provide them to law enforcement.

The issue is part of a broader battle between technology companies and law enforcement agencies over the proper balance between privacy and justice. Apple s recent row with the FBI over whether or not it should be forced to help the agency unlock the iPhone owned by San Bernardino attacker Syed Farook has shone a bright light on the issue. Apple has said that its chief priority is user privacy and fears that helping law enforcement open a single iPhone could prompt similar requests in the future.

The FBI, along with other prominent law enforcement agencies around the world, have argued that the idea of privacy, while justified in some respects, can hinder opportunities for bringing justice to cases. Services like WhatsApp and Apple s AAPL -0.51% Messages, authorities argue, create an issue of going dark, a term coined by the FBI and Justice Department over the last couple of years to describe how terrorists and criminals could hide from law enforcement by using encrypted technologies.

 The going dark problem is a very real threat to law enforcement s mission to protect public safety and ensure that

criminals are caught and held accountable, said U.S. Attorney General Loretta Lynch at the RSA cybersecurity conference in San Francisco on Tuesday. We owe it to the victims and to the public, whose safety we must protect, to ensure we have done everything under the law to fully investigate terrorist attacks and criminal activity on American soil.

However, Lynch added that ultimately, a resolution to the issue, which FBI Director James Comey has called the hardest question he s ever witnessed in government, is for companies and law enforcement to work together.

Despite Dzodan s detention, Facebook seems willing to do just that and work with Brazil.

 We remain willing to address questions Brazilian authorities may have, the Facebook spokesman said.

Did The Dark Web Just Get A Whole Lot Bigger?

The term dark web refers to a largely secret and anonymous part of the internet where, in two words, anything goes.

Almost all of this dark web is accessed via Tor, a freely available anonymising service that lets you browse without being easily tracked.

The word dark, by the way, refers to lack of light, meaning content that isn t illuminated and indexed via regular search engines, rather than to broodingly evil, the sort of content you might expect to find in an online world where anything goes and it s tricky for law enforcement to follow.

Nevertheless, some of the dark web really is evil, by any definition you d like to bring to the table, and a lot of it is illegal.

In fact, researchers at King s College London recently made an effort to measure how much of the dark web is being used for illegal services a tricky task, given that it s supposed to be unilluminated and ended up with a figure of 57%.

The accuracy of that research, and how to intepret that simple-looking number 57%, has been the subject of much discussion, as you can see from the comments on our write-up of it.

But Professor Alan Woodward, a security researcher at the University of Surrey in England, recently dug into the King s College data and presented a well-reasoned discussion of its validity.

Now, Woodward has written that the number of dark websites inside the Tor network, having shown a slow but steady increase over the past three months, suddenly shot up by about 50%, from around 40,000 to just over 60,000:

This, of course, raises the question, Why?

Who set up more than 20,000 new dark sites in a few days? What s going on?

The mystery is deepened by Woodward s suggestion that the amount of dark web traffic on Tor actually went down very slightly at the same time:

Woodward s preferred explanation is that there has been a sudden and explosive growth in the use of a recently-released, Tor-based anonymous messaging service called Ricochet, which works, simply put, by creating a dark website for every user.

Ricochet isn t entirely new: it s the pet project of Australian IT journalist Patrick Gray, who first wrote about it at length back in 2014.

Ricochet s main purpose, says Gray, is to help whistleblowers to contact the media without leaving metadata traces   in other words, data that shows the contact took place.

Metadata is the sort of information that says, You emailed Paul Ducklin at 13:37 yesterday, but without any content from the email itself. Because it doesn t contain actual content, metadata is treated as mostly harmless in many countries and can be requested without a warrant, despite the obvious threat to privacy posed by its widespread collection and use.

And Ricochet recently made minor headlines in the security community after receiving a positive code review from a security assessment company called NCC.

That was on 15 February 2016; perhaps, speculates Professor Woodward, this news prompted a sudden surge in Ricochet use, and thus accounts for 20,000 new sites in the dark web?

Gray himself, however, has tweeted that he would be surprised if that were the explanation:

So that leaves us with the question, What s going on?

Update. The mystery deepens! In the few days since Woodward s article was published, the number of dark websites has fallen again, down to just over 50,000.

Google Agrees To Complicated Worldwide Right To Be Forgotten Censorship Plan

Google has said it will begin next week to censor content worldwide that it removes under the European Union s Right To Be Forgotten mandate. But worldwide censorship will only apply to those searching from a particular EU country where the request was originally made.

Does that make your head hurt? This might help. Assume that someone in Germany files a Right To Be Forgotten request to have

some listing removed for their name. If granted, the censorship will work like this for searches on that person s name:

Listing censored for those in Germany, using ANY version of Google.
Listing censored for those in the EU, using a European version of Google.
Listing NOT censored for those outside Germany but within the EU, using non-European versions of Google.
Listing NOT censored for those outside the EU, using ANY version of Google.

As you can see, it s worldwide censorship for those within the country where the request was granted, in the sense that no matter what edition of Google they use, the removed listings will not show for the terms involved.

For a deeper explanation of how all this works, including why listing even within the EU will continue to show for other types of searches, see my previous article: Google To Remove Right-To-Be-Forgotten Links Worldwide, For Searchers In European Countries.

Outside the EU, none of the censorship will be in place so it s not worldwide when considered that way. This will also be the case for anyone within the EU who manages to disguise their location, such as someone using a VPN.

Google Feared Worse

The move is in response to EU concerns that Google s previous censorship didn t fully uphold the Right To Be Forgotten. If someone was within the EU, they could go to Google.com or another non-EU version of Google and still find material that Google was ordered to remove.

This change closes that backdoor which wasn t likely used much anyway on a country-by-country basis. It s a much better outcome than if Google had been ordered to censor for all people worldwide, as that potentially would have caused it to censor globally for political reasons, such as with China.

Of course, there s one country that Google does continue to censor globally for: the United States, such as with copyright infringement removals.

Snapchat Worker Falls for Email Phishing Scam

A Snapchat employee inadvertently spilled sensitive company information after falling for an email trick.

On Friday, an unidentified worker for the maker of the popular photo and video sharing app received an email asking for payroll information, Snapchat revealed in a blog post published Sunday. The email, which claimed to be from Snapchat CEO Evan Spiegel, apparently seemed legitimate enough to the person, who complied with the request.

Oops. The email was actually a phishing scam, and it resulted in pay and personal data for some employees being divulged to an outsider.

Snapchat stressed that none of its internal systems were breached and that no user information was compromised. The company’s app, which has been around since 2011, has more than 100 million daily active users, many of them teens and millennials, and boasts more than 7 billion video views every day. It’s become enough of a contemporary institution that even the White House now has an account.

Unlike other security threats that involve the spread of malicious software or hackers gaining access to computers, email phishing relies on simple social engineering - that is, one person fooling another person. It takes advantage of people who may not think before responding to an email that seems authentic. In many cases, it’s done with a phone call rather than an email message. Either way, the fact that a worker at a tech-savvy firm like Snapchat got taken in shows how easy it can be to fall for such scams.

With email phishing, messages can look genuine, often appearing to come from a real company or other trusted source. And because the messages appear legitimate, they don’t necessarily get blocked by spam filtering software.

Snapchat said the scam was isolated and was reported to the FBI. Employees affected by the scam have been contacted and will be offered two years of free identity theft insurance and monitoring, the company added.

The company declined to provide more details because the incident is under investigation.

"When something like this happens," Snapchat said, "all you can do is own up to your mistake, take care of the people affected, and learn from what went wrong."

Drupal 6 Hits The End of The Line

Today, Wednesday 24 February 2016, is the end of the line for Drupal 6.

The venerable website Content Management System (CMS) that s been around since 2008 and is still running over 110,000 sites won t stop working but, like Windows XP after April 2014, it s now a 0-day waiting to happen.

If you have a Drupal 6 website then you won t be receiving any more official security advisories or patches; from today your site is vulnerable to any new security issues discovered in Drupal 6 core or its modules, forever.

Drupal is the world s second favourite CMS behind WordPress and about one in ten of the Drupal sites on the web are still running version 6.

It s popularity makes it a massive and easily probed target for

criminals.

Keeping enormous technology monocultures like the WordPress and Drupal installed bases secure relies on good quality code and quality assurance, vigilant security teams and the ability to produce and disseminate patches quickly.

Automated attacks can begin within hours of vulnerabilities being announced and if your site is on the public internet it will be put to the test routinely by criminals.

If you re still running version 6 then there is one branch line you can continue to travel, for now at least.

In January, the Drupal community announced three vendors had qualified to provide paid Long Term Support for Drupal 6. Those vendors will themselves receive assistance from the Drupal Security team and are in turn obliged to abide by the same disclosure policy and release patches on drupal.org s Long Term Support page.

You do have to pay for that support though and it remains to be seen if these organisations can match the Drupal Security team or how long it will be commercially viable for them to provide support.

Site owners would still be well advised to make upgrading an urgent priority.

Those who want to stick with Drupal have two newer versions to choose from:

Drupal 8 core also provides a Migration path directly from Drupal 6 as an experimental feature, so sites can update directly to Drupal 8 using either a user interface or with Drush. See Executing a Drupal 6/7 to Drupal 8 upgrade for more details. The Migrate feature will be fully supported in a later minor release of Drupal 8.

Drupal 7 remains fully supported, so Drupal 6 sites can also update to Drupal 7 using the core update feature when that is a better fit. Drupal 7 is estimated to be supported until Drupal 9 is released, or later. For more information follow: [policy, no patch] Drupal 7 (and 8) EOL timing.

Switching lines entirely is also an option the popular open source CMSes tend to make importing and exporting data easy and there s a wealth of tools to help you migrate to alternative platforms like WordPress and Joomla.

The more complex and customised your site is the more difficult the migration is likely to be though, no matter how you travel.

New major versions of Drupal tend to appear every few years and because the community only supports the two most recent versions of the software, the third oldest version normally goes out of support as soon as the new version is released.

New Drupal versions are released when they re ready (rather than to a schedule) and are incompatible with each other and existing

3rd party plugins. This forces site owners in to running migration projects and makes planning the resources for those projects more difficult.

Mindful of this, and the number of users who d immediately fall foul of the lack of support, the Drupal Community gave version 6 users a three month stay of execution after the release of Drupal 8 on 9 November 2015.

Drupal site owners have now had five years to upgrade to version 7 and yet one in ten still hasn t.

There are very good reasons why the Drupal Community releases software in the way it does but it stands in contrast to the general trend towards smaller, more compatible, more frequent and automatically deployed software releases.

The number of sites left behind in this release cycle should be a concern to both the Drupal Community and everyone else because compromised sites don t just affect the owner, they affect all of us.

Use Gmail s Unsubscribe and Block Buttons To Clean Up Your Inbox

Trying to keep your head above water in an email inbox it can be a pain in the neck.

For the gobs of people using Google s wildly popular Gmail service, however, the handy Unsubscribe and Block buttons can be used to help manage onslaughts of unwanted email, whether they re from subscriptions you ve grown tired of or plain old unsolicited spammers.

Most emails you ve signed up to receive have a tiny-text unsubscribe link somewhere at the bottom. What Gmail has done is put a simple Unsubscribe button at the top of those emails that will take you off of the email list without you having to visit a site to do it.

And, of course, the Block button on Gmail will, pretty straightforwardly, prevent any emails from annoying chain-letter senders or whomever from reaching your inbox in the future. Just click over to the More arrow, then select Block, and you ll never hear from them again.

So there you are. Go forth and take back control of your inbox!

Raspberry Pi 3 Has Wi-Fi, Bluetooth And A Faster Processor

Four years after launching the original Raspberry Pi, an ultra-cheap, barebones and tiny but surprisingly versatile PC, the Raspberry Pi Foundation launched the third major iteration of the same product.

The Raspberry Pi 3 has a new, 1.2GHz, 64-bit, quad-core ARM Cortex-A53 processor, offering roughly ten times the performance of the Raspberry Pi 1, according to the foundation. It also comes with integrated 802.11n Wi-Fi and Bluetooth 4.1, and is fully compatible with both Raspberry Pi 1 and 2.

The rest of the specs are roughly the same as those of the Pi 2 1GB of RAM, a 400MHz VideoCore IV graphics chip, 4 USB ports, a full-sized HDMI port, an ethernet port, a combined 3.5mm audio and composite video jack, and a microSD card slot and of all that fits into a very similar form factor.

Perhaps most importantly, the Pi 3 is currently priced the same as the Pi 2: $35.

According to a blog post by the foundation, the old models will not be discontinued; there s still a sizable demand for both the Pi 1 and 2, and they will coexist with the new model, priced $25 and $35, respectively.

The new model comes a few months after the introduction of Raspberry Pi Zero, an even smaller computer that costs only $5. That device, however, has a weaker processor, less memory and less connectivity than the full-sized Pi 3.

Apple’s Next Mac Operating System Might Include a Crucial Windows 10 Feature

Apple will soon integrate its digital personal assistant, Siri, into its Mac operating system, according to a recent report from 9to5Mac’s Mark Gurman. The update seems logical, and Gurman has an impeccable track record.

It should allow Apple’s desktop platform to keep pace with its major competitors as, in recent months, both Microsoft and Alphabet’s Google have integrated their own personal assistants into their respective desktop operating systems. It should also help Apple strengthen the bonds between its devices, and further enhance its hardware ecosystem.

Siri made her debut in 2011, launching with the iPhone 4s. Over the past four years, Apple has expanded Siri’s reach to most of its device portfolio - all current-generation iPads, iPhones, and iPod Touches include Siri, as does the Apple Watch and the fourth-generation Apple TV. Apple’s Macs stand out as a notable exception.

Apple will allegedly include Siri in the next version of OS X, likely to be released in the fall. Siri will be integrated into the Mac Menu Bar, and will be accessed by clicking on an icon or, if connected to power, using the handsfree "Hey Siri" command. Newly released Macs should ship with the feature, while older devices could receive it through a free operating system update. Siri on the Mac could be just as useful as she is on the iPhone, answering questions, conducting searches, and tweaking settings.

Most Mac owners own iPhones, but most iPhone owners do not own

Macs. In a study conducted between July 2012 and March 2014, Consumer Intelligence Research Partners found that, while 59% of Mac buyers owned iPhones, only 28% of iPhone buyers owned Macs. Convincing more iPhone owners to purchase Macs could help boost demand for Apple’s computers.

The addition of Siri could play a key role, as she would further strengthen the bonds between Apple’s products. Since 2014, the company has made a concentrated effort at enhancing the synergies between its various devices. 2014’s OS X Yosemite, for example, gave iPhone owners the ability to place and receive phone calls through their Mac. With the addition of Siri, they’ll be able to call a contact completely hands-free.

Microsoft’s Cortana arrived almost three years after Siri’s debut, but the company was quick to add Cortana to its desktop PCs. Its latest operating system, Windows 10, includes deep integration with Cortana, as does its web browser, Microsoft Edge. During Microsoft’s October earnings call, CEO Satya Nadella noted that Windows 10 users had already asked Cortana more than 1 billion questions.

Cortana benefits Microsoft’s search business, as it’s powered by the Redmond tech giant’s search engine, Bing. Last year, for the first time, Bing achieved profitability, fueled in part by Cortana’s Windows 10 integration. But Microsoft has also used Cortana as selling point for Windows-powered computers. A recent Windows 10 ad emphasizes Cortana and notes that "even on the new Macs, they don’t have that."

Google’s Chromebooks aren’t as popular as Windows 10 devices, or Apple’s Macs, but the search giant brought its personal assistant, Google Now, to the Chrome OS platform last year. Like Cortana, Chromebook users can access Google Now through the desktop, and conduct searches with their voice by saying "OK, Google."

Apple’s Macs, then, are the only major personal computing platform missing a native assistant. The addition of Siri won’t fundamentally change the Mac, but it should make it just a bit more enticing.

Microsoft’s New Ads Say PCs ’Do More’ Than Macs

Is the ad war back on?

The Microsoft-Apple commercial wars may be back on.

While Apple has yet to take a swipe, Microsoft launched a series of ads on Sunday attacking Macs and arguing that Windows 10-based PCs do more than Apple s computers.

The new series highlights the so-called Bug Chicks who promote the advantages of using a Windows 10 PC instead of a Mac. The first ad introduces viewers to the self-proclaimed Bug Chicks, who study insects for a living. The ad shows the women using a Windows 10 notebook and sketching on the screen.

I don t have a touchscreen on my Mac, one of the Bug Chicks says. I m jealous of that.

The ad ends with a simple tagline: Windows 10 PCs do more. Just like you.

The ads call back to a time when Microsoft and Apple were at odds over which company had the better operating system and PC experience.

Apple won that commercial battle after airing the iconic Get a Mac campaign between 2006 and 2009. The ads, which were shown worldwide, showed two men one dressed in casual clothes representing a Mac and another wearing a suit representing Windows. The ads were aimed at making the Mac seem cool and fun and Windows machines old-fashioned and obsessed with work. While they always took a comedic tone, they were effective in conveying Microsoft and Windows as the boring alternative to Macs.

Apple s Mac sales soared during the ad campaign, though it s impossible to know how much those commercials attributed to that success.

Feeling the pressure, Microsoft responded with the I m a PC ad campaign in 2008. The ads attempted to poke fun at Apple s campaign and enlisted the help of comedian Jerry Seinfeld and Microsoft co-founder Bill Gates to counter Get a Mac claims. The campaign was ultimately criticized for the ads reportedly being produced on a Mac. They also failed to catch the same fire as Apple s commercials.

Since then, Microsoft and Apple have, in some ways, been growing apart. Microsoft has been undergoing a transition under CEO Satya Nadella to focus on the cloud and mobile devices, rather than solely its software, including Windows and Office. Apple, meanwhile, has grown its business on the back of its iPhones and has largely ignored Microsoft.

Apple s defenders count the errors in Microsoft s anti-iPad ads

Indeed, Microsoft and Apple recently found common ground over the iPhone maker s battle with the FBI. Last week, Microsoft president and chief legal officer Brad Smith said at a congressional hearing that his company wholeheartedly supports Apple s refusal to work with the FBI to unlock the iPhone owned by San Bernardino attacker Syed Farook. The company will this week file an amicus brief with the court in support of Apple.

Now armed with an operating system that it believes is notably better than its predecessor, Windows 8, Microsoft is opening a new front in its war with Apple. In addition to taking aim at the Mac s lack of a touchscreen, the company also touted Windows 10 s personal virtual assistant, Cortana.

 Even on the new Macs, they don t have that, one of the Bug Chicks said.

=~=~=~=

Atari Online News, Etc. is a weekly publication covering the entire Atari community. Reprint permission is granted, unless otherwise noted at the beginning of any article, to Atari user groups and not for profit publications only under the following terms: articles must remain unedited and include the issue number and author at the top of each article reprinted. Other reprints granted upon approval of request. Send requests to: dpj@atarinews.org

No issue of Atari Online News, Etc. may be included on any commercial media, nor uploaded or transmitted to any commercial online service or internet site, in whole or in part, by any agent or means, without the expressed consent or permission from the Publisher or Editor of Atari Online News, Etc.

Opinions presented herein are those of the individual authors and do not necessarily reflect those of the staff, or of the publishers. All material herein is believed to be accurate at the time of publishing.